**Intro1**

|  |  |  |
| --- | --- | --- |
|  | Find the correct chronological order of the events.  Choose an event by tapping the appropriate  Number (top left of each drawing).  Tap the '2' button to continue | Zoek de juiste chronologische volgorde van de gebeurtenissen.  Kies een gebeurtenis door het gepaste cijfer  (links bovenaan elke tekening) in te drukken.  Tik op toets '2' om verder te gaan |

**Intro2**

|  |  |  |
| --- | --- | --- |
|  | Once you have created the order for the events,  can you choose to  - to start over by pressing '1'  - continue by pressing '4'.  These options are always at the bottom of your screen.  Tap the '1' button to continue | Als je een volgorde voor de gebeurtenissen hebt gemaakt, kan je ervoor kiezen om  - te herbeginnen door '1' in te toetsen  - verder te gaan door '4' in te toetsen.  Deze opties staan steeds onderaan je scherm.  Tik op toets '1' om verder te gaan |

**IntroTiming**

|  |  |  |
| --- | --- | --- |
|  | Try to complete this task as correctly and as quickly as possible.  The speed is measured from the presentation of  the event until you indicate that you are ready.  Tap the '3' button to continue | Probeer deze taak zo correct en zo snel mogelijk uit te voeren.  De snelheid wordt gemeten vanaf de aanbieding van de gebeurtenis tot wanneer je aangeeft dat je klaar bent.  Tik op toets '3' om verder te gaan |

**IntroConfidence (not used)**

|  |  |  |
| --- | --- | --- |
|  | After you have indicated that you are ready,  we ask how sure you are about your answer.  Your answer options are:  Not at all 1 --- 2 --- 3 --- 4 Very much  Tap the '4' button to continue | Nadat je hebt aangegeven dat je klaar bent,  vragen we hoe zeker je bent over je antwoord.  Je antwoordopties zijn:  Helemaal niet 1 --- 2 --- 3 --- 4 Heel zeker  Tik op '4' om verder te gaan |

**StartPractice**

|  |  |  |
| --- | --- | --- |
|  | Choose an event by tapping the appropriate number (top left of each drawing).  Tap the '1' button  for some examples | Kies een gebeurtenis door het gepaste cijfer  (links bovenaan elke tekening) in te drukken.  Tik op toets '1'  voor enkele voorbeelden |

**Confidence (not used)**

|  |  |  |
| --- | --- | --- |
|  | How sure are you of your answer?  Not at all 1 --- 2 --- 3 --- 4 Very much | Hoe zeker ben je van je antwoord?  Helemaal niet 1 --- 2 --- 3 --- 4 Heel zeker |

**StartExperiment**

|  |  |  |
| --- | --- | --- |
|  | Tap the '1' button  to start the experiment | Tik op toets '1'  om het experiment te beginnen |

**Goodbye**

|  |  |  |
| --- | --- | --- |
|  | Thank you for your cooperation. | Dank je wel voor je medewerking. |

**Stimulus (in the Stimulus Object)**

|  |  |  |
| --- | --- | --- |
|  | Select the 1st event | Kies de eerste gebeurtenis |

**DoHitOrderTest (in the code)**

**(Change only the Dutch / English text below in yellow background; add blanks where needed as also indicated by underscore:** \_**)**

**(Do not use “first” but “1st” with the postfix “st” provided in your language)**

****

“Select the­\_“ (number generated by the code) “th event”

(do not change line 110)

“Select ‘1’ to restart \_“ (code) “or ‘4’ when you are ready”



“Try again!”



“Select the 1st event”



“Select the 1st event”